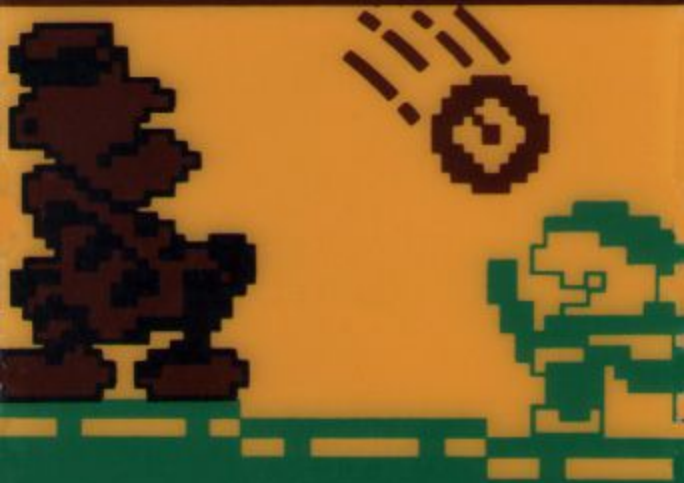
SELECT / JUMP



POLICE JUMP

START

START

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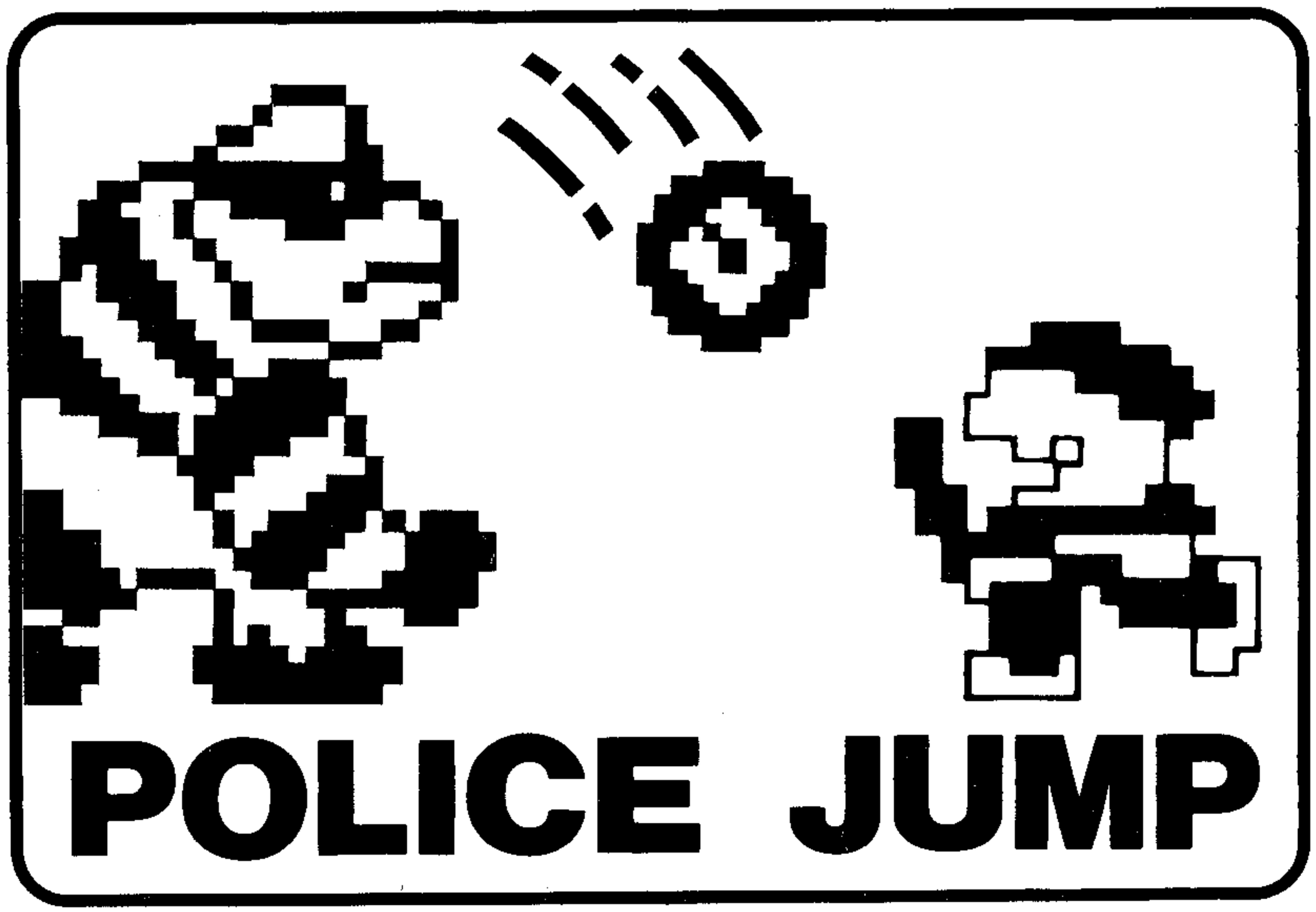
HOME ENTERTAINMENT AND PERSONAL COMPUTING SYSTEM



CARTRIDGE INSTRUCTIONS

VTECH

You've taken on the toughest job of your career with

CREATIVISION's POLICE JUMP

You are a Police Inspector
The notorious criminal, Dangerous Dan, has kidnapped a beautiful rich girl and you've tracked him down to his sky-scraper hideaway, but that's the easy part. Now you have to go up there, all by yourself and get him. There are twenty floors between you and your goal, every one of them filled with treacherous booby traps

The first 5 floors.
Your first goal is to climb up the first 5 floors. Dangerous Dan lurks at the top, throwing tires down the catwalk, and unless you can jump over them, it's game over for you!

The next 10 floors
Still under construction, the next 10 floors consist of only narrow beams and moving elevators. You have to jump from beam to beam and along with watching out for your footing, you have to keep an eye out for the killer whirlwinds that blow through the open structure.

The last 5 floors
You're nearly there, but the chase gets more complicated now. The only way to get Dangerous Dan is to make sure he doesn't sneak by you and get away. So you have to knock out all the connections between the catwalks as you climb. Just walking over them will make them disappear, but be careful! When you try and walk back the same way, you may fall down the hole you've made. Not only that, but the winds are much stronger here, and can easily blow you away.

But if you do manage to climb all the way from the bottom to the top and take out all the connection, you've captured Dangerous Dan, freed the beautiful girl and the world is safe again!

Watch out, though. If you fall three times, its game over for you!

GET READY TO CLIMB!
Good police work means being prepared, so before you even think of going after Dangerous Dan, make sure you go through this checklist carefully:

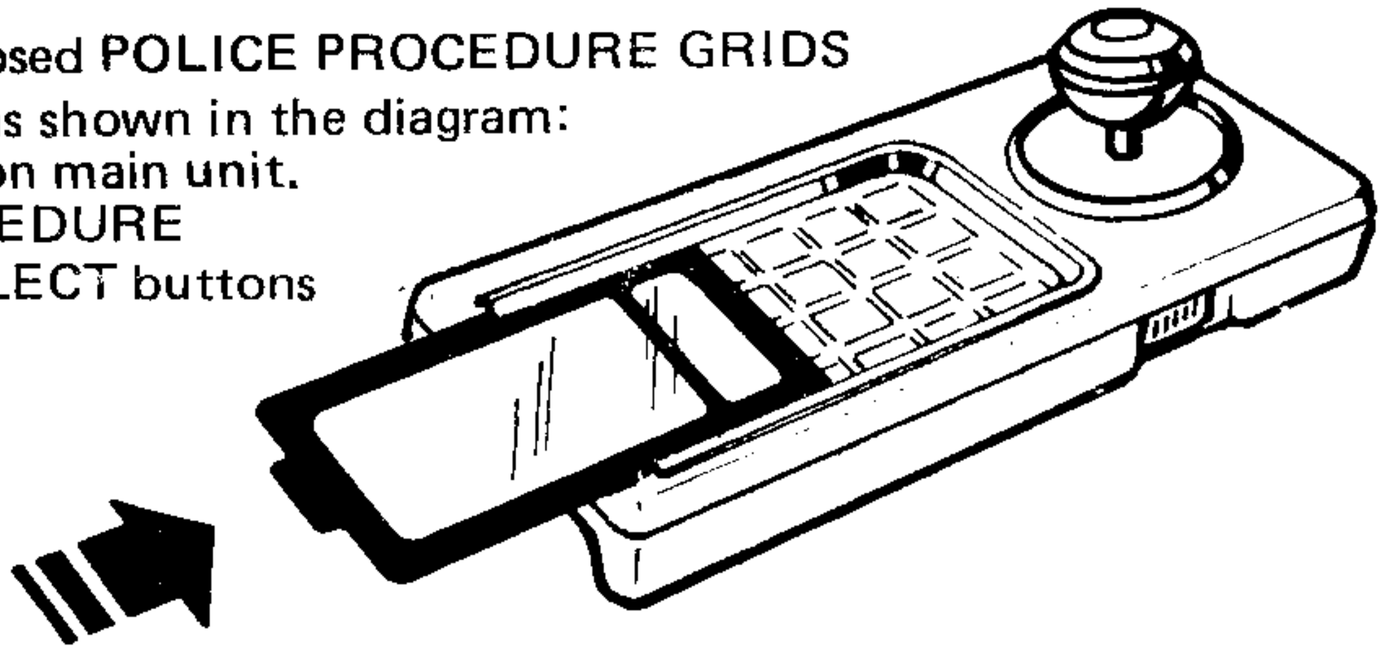
1) MAIN UNIT ANTENNA CABLE . . . . CONNECTED TO TV . . . . CHECK!
2) MAIN UNIT POWER CORD . . . . PLUGGED IN . . . . CHECK!
3) TV SET . . . . PLUGGED IN . . . . CHECK!
4) MAIN UNIT POWER SWITCH . . . . OFF . . . . CHECK!
5) POLICE JUMP CARTRIDGE . . . . INSERTED . . . . CHECK!

Good. Now, you inspector, you . . . you're ready to take action.

MOVE MAIN UNIT POWER SWITCH TO . . . . ON position.
The SKY-SCRAPER should appear in your screen. If not, adjust your TV set until it does.

GET SET TO CLIMB!

1) Insert one of the enclosed POLICE PROCEDURE GRIDS in each hand control as shown in the diagram:
2) Press RESET button on main unit.
3) Select POLICE PROCEDURE #1-16 by pressing SELECT buttons on hand control.



CLIMB!

Press START areas on grid.
Use the JOYSTICK on your hand control to guide your Police Inspector backwards, forwards, up or down.

Use the JUMP buttons indicated on grid to make your Police Inspector leap into the air, over tires and holes in the building.

Tips from Police manual

Many inspectors have tried to capture Dangerous Dan, and many have failed. But they did not die in vain. They contributed valuable information which may help the successful Police Inspector.

Leaping: On the lower floors, you will find it much easier to leap while your inspector is on the run. He can cover much more ground, and can actually leap right over two tires in a row.

Hiding: On the lower floors there are piles of construction materials scattered around on the floors. Although you cannot climb them right up to the next floor, you can climb up high enough to avoid being hit by tires. But be careful. Tires often fall right down on top of you from the floor above, so don't stay there too long.

PICK THE SUCCESSFUL POLICE PROCEDURE

There are 16 ways of getting Dangerous Dan, some are much harder than others. You have to pick the one that you think will be easiest for you, but remember . . . there is no really easy way.

POLICE PROCEDURE #1

This requires very high skill. It starts right at the bottom of the building and goes all the way to the top. 20 entire floors that you have to scale, avoiding the dangers of each. Good luck!

POLICE PROCEDURE #2

This gives you an idea of the lower 5 floors only. A good chance to familiarize yourself with the terrain you will be facing.

POLICE PROCEDURE #3

A good opportunity to try your skill on the middle 10 floors without having to make your way through the first 5. You can prepare yourself for the ultimate capture of Dangerous Dan by practising on these floors.

POLICE PROCEDURE #4
Another chance for practice, here you can see what's waiting for you on the top 5 floors, without having to climb all the way through the bottom 15.

POLICE PROCEDURE #5 (2-player)
Here you can compete with a friend to climb all the way from the bottom right to the 20th floor. Players alternate until both have lost 3 inspectors each.

POLICE PROCEDURE #6 (2-player)
A chance for both of you to familiarize yourselves with the bottom 5 floors.

POLICE PROCEDURE #7 (2-player)
An opportunity for both of you to test yourselves against the hazards of the middle 10 floors.

POLICE PROCEDURE #8 (2-player)
Here, both of you can practice your final approaches to Dangerous Dan on the top 5 floors.

POLICE PROCEDURE #9
You'll need incredible skill to make it up all 20 floors here. The tires and winds are much faster and more dangerous.

POLICE PROCEDURE #10
An opportunity to develop the incredible skill needed to avoid the many fast-moving tires on the bottom 5 floors.

POLICE PROCEDURE #11
Work on the fast reflexes and incredible skill you'll need to survive the many fast moving winds in the middle 10 floors.

POLICE PROCEDURE #12
Practice to familiarize yourself with the many dangerous threats you'll find on the top 5 floors.

POLICE PROCEDURE #13 (2-player)
Both you and your friend will have to have superhuman skill to make it from the bottom of the building up to the 20th floor. It's almost impossible.

POLICE PROCEDURE #14 (2-player)
A chance to practice overcoming the hazards of the first 5 floors.

POLICE PROCEDURE #15 (2-player)
An opportunity to test yourself against the even more dangerous middle 10 floors.

POLICE PROCEDURE #16 (2-player)
Here, both of you can familiarize yourself with the top 5 floors and develop the incredible skill needed to get Dangerous Dan.

SCORING
Each successful jump over tire, tires or whirlwind - - - - - 100 points
Knock out each connection between catwalks - - - - - - 100 points

A 5000 points bonus will count down at the beginning of each frame. The quicker you climb to the top, the higher bonus you will get.

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